# Brush assignment

This time, your task is to create a **generative brush**. In our physical world, we are used to brushes as tools that allow us to apply paint to a surface. However, we can think of a brush as a tool that allows us to define a specific behaviour using code and thus allows us to create unusual drawings.

A generative brush can not only apply color to a specific area, but also draw more complex structures, define a set of geometric or numerical transformations applied to elements in its proximty, define cellular automata behaviour, or growing behaviour. Our brush doesn't necessarily need just to create and add to image, it can also remove parts of it, or break it, distort it. It can work with geometric objects, agents, images, or sound. How can we change the concept of the regular brush?
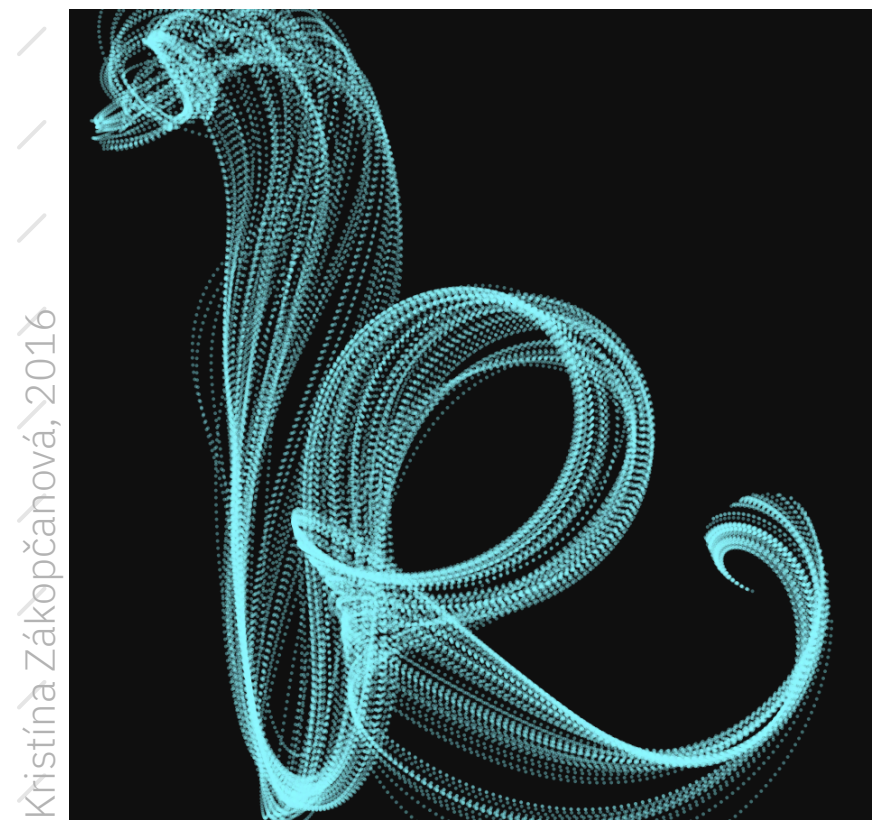
Your **code**, **readme** file if necessary (containing list of possible mouse/key interactions) and a set of **5-10 images** in jpg / png format are to be handed in to a homework vault in IS called **3 ~ Brush**.
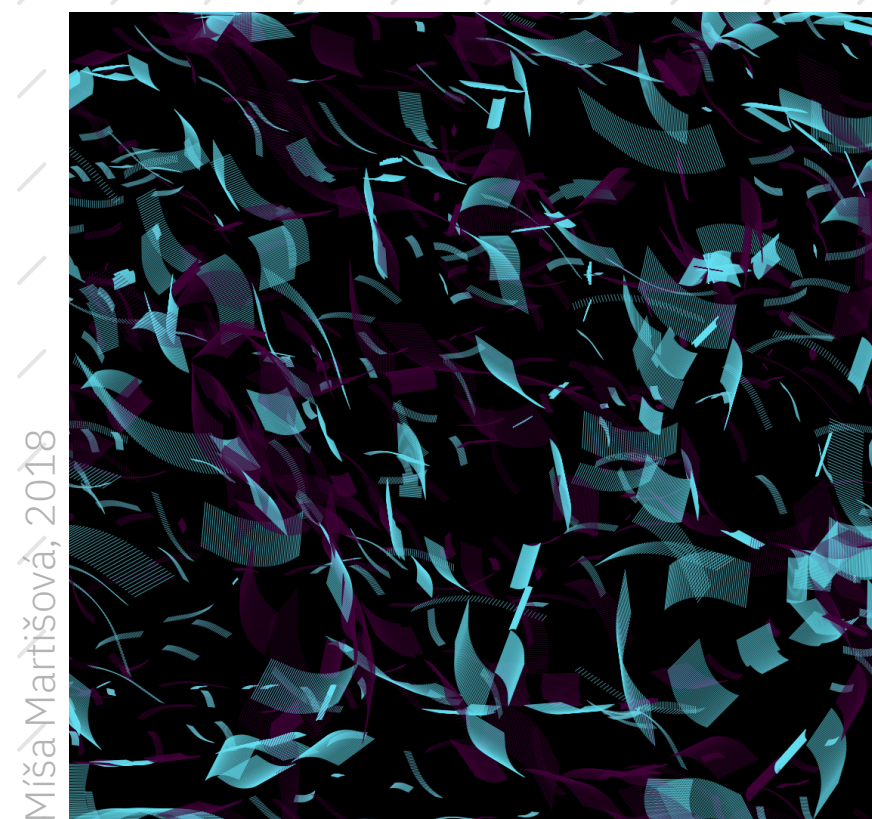
Deadline: 31th October 2019, midnight
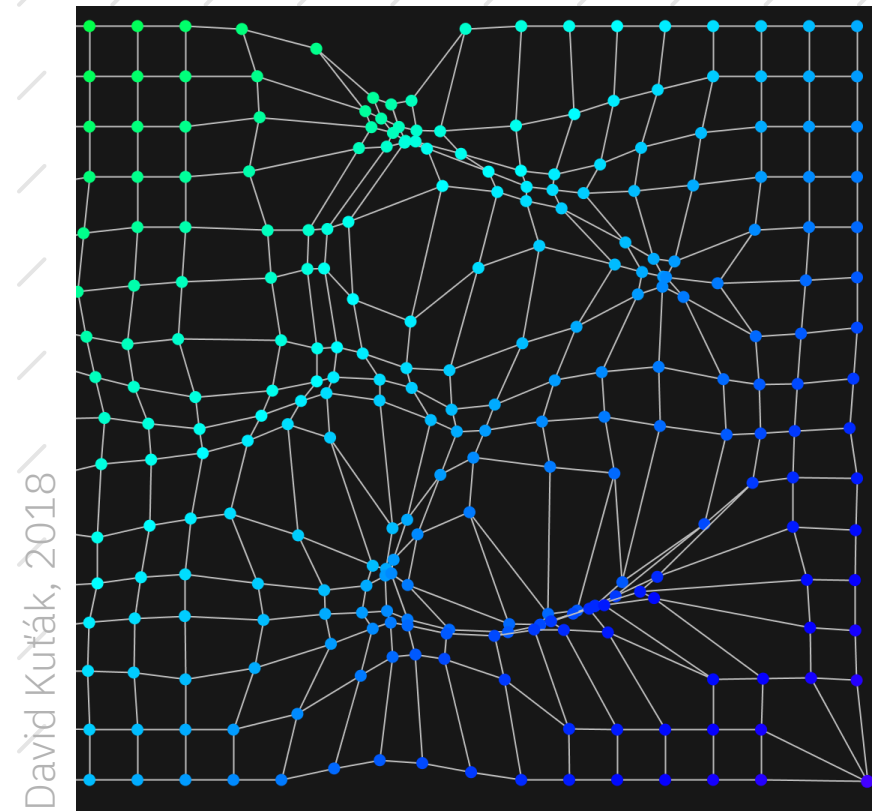
Dávid Kuťák, 2018
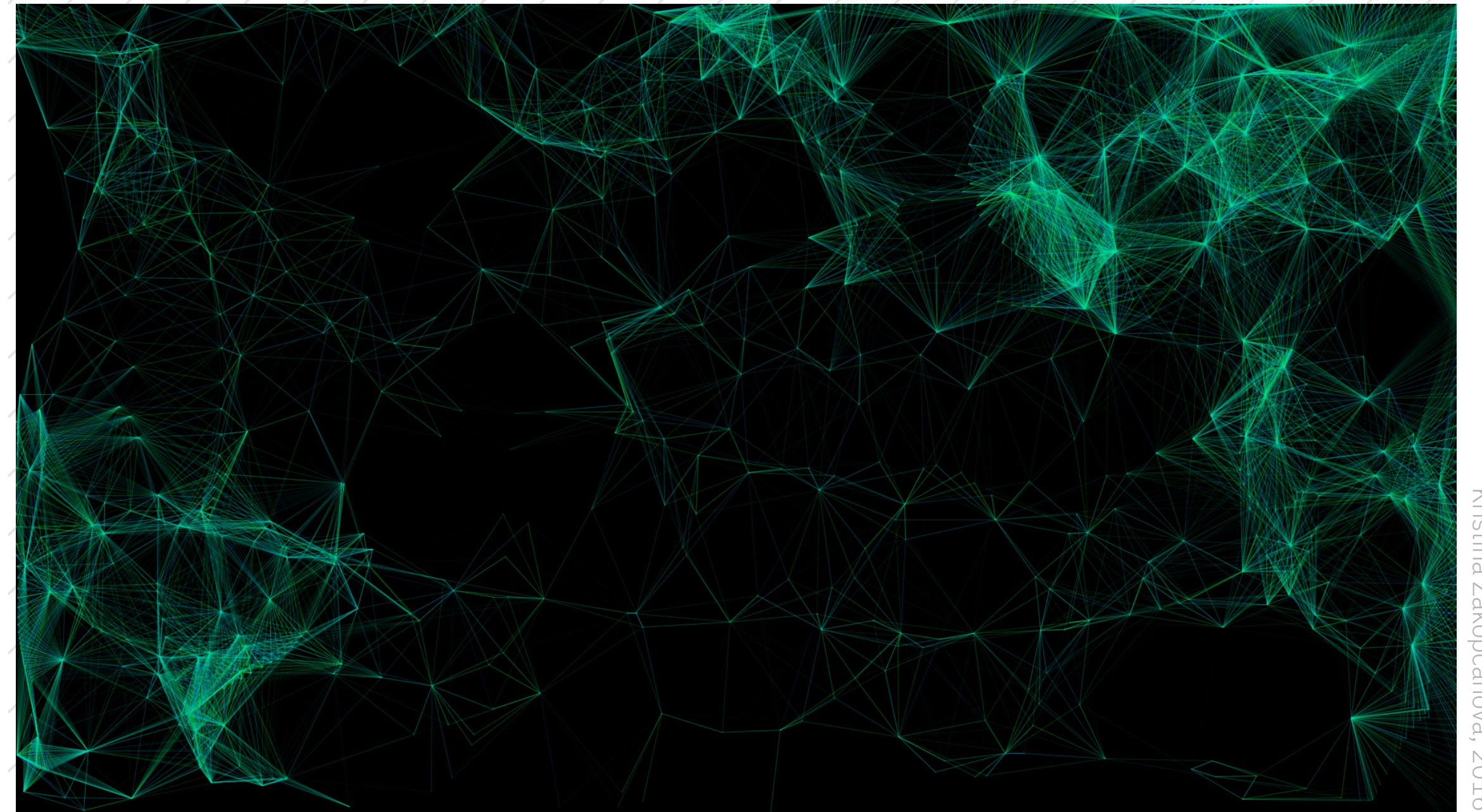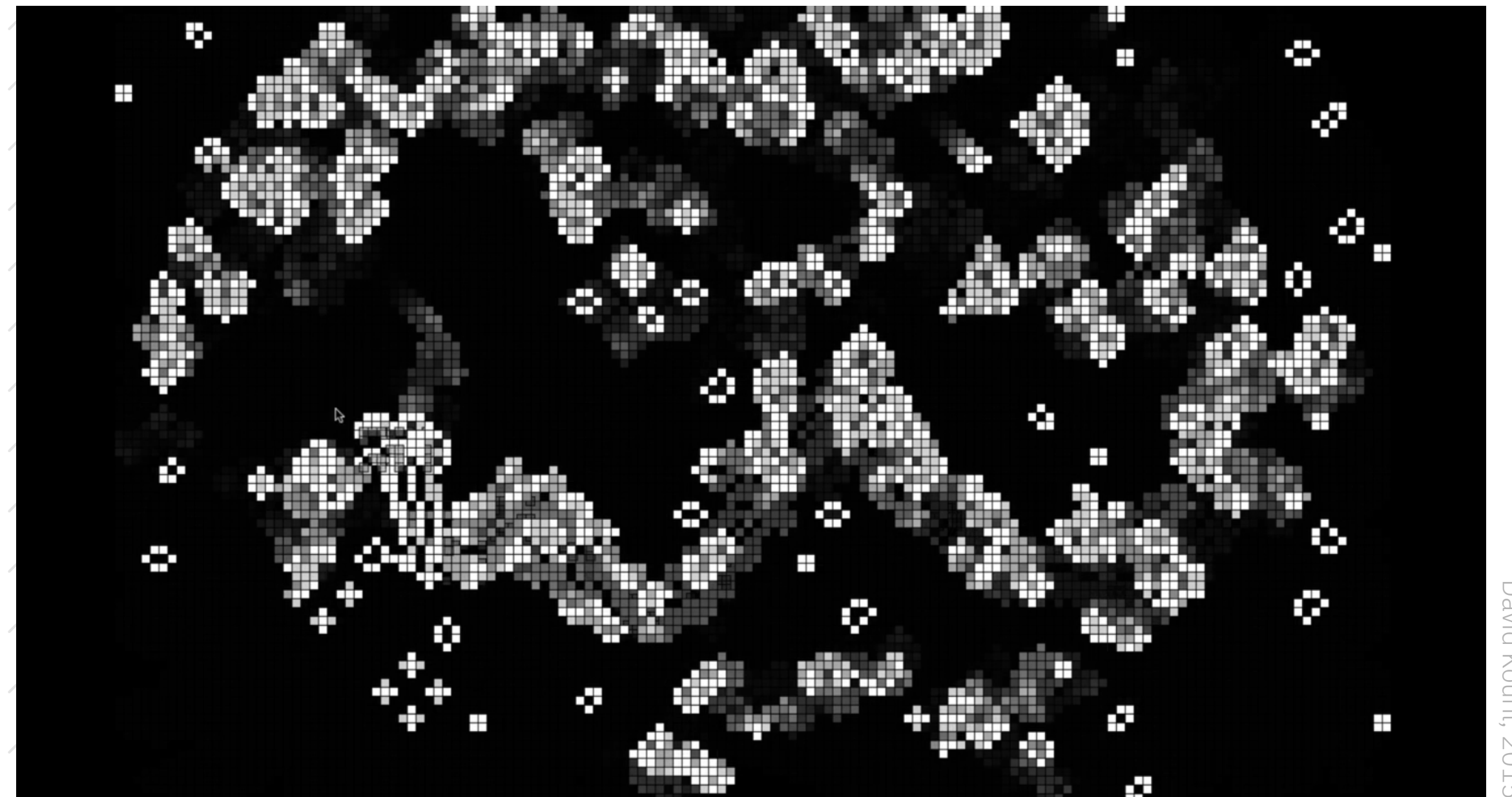

Kristína Zákopčanová, 2016

Míša Martišová, 2018

Kristína Zákopčanová, 2016

Dávid Kouřil, 2015